ALL RIGHT, GO...
BUT WHO'S GONNA PARTICI-PATE?
I KNOW WHAT THAT IS. IT'S CALLED KARUTA, RIGHT?
YEAH, THEY'RE PRETTY MUCH THE SAME.
NEXT IS HYA-KUNIN ISSHU, YEAH?

CHAPTER 17:
TURBULENCE!! THE NEW YEAR'S TOURNAMENT, PART 3

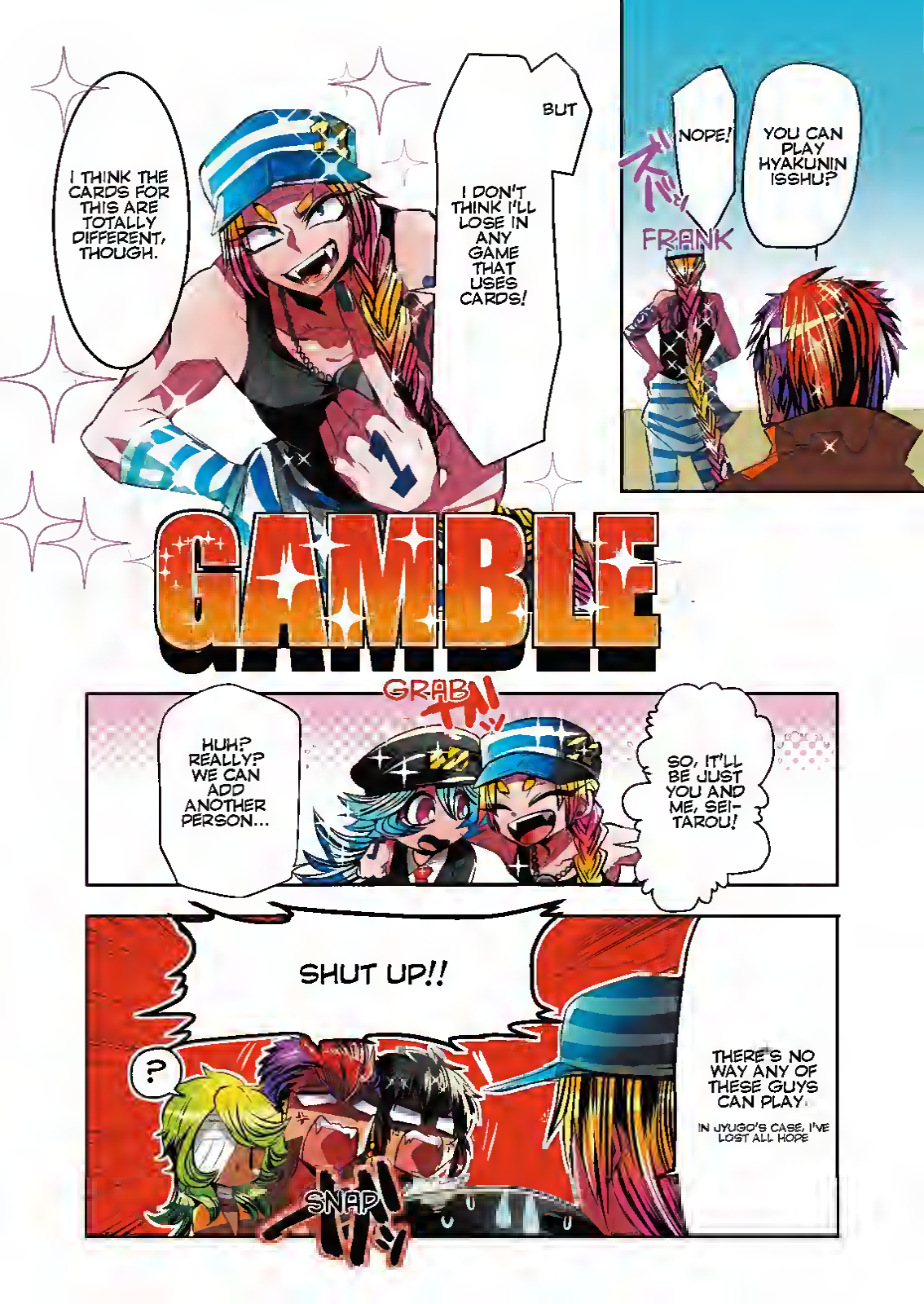
SEI-TAROU,
YOU CAN PLAY KARUTA?
YOU'RE GOOD FOR SOME-THING AFTER ALL...
お前にもできることがあったのねこ
SMILE
にぱっ
YES.
I HAVE A PRETTY GOOD MEMORY.
HELLO, PEOPLE
STEP
GOOD LUCK!
ガンバレ!!
Y-YES, SIR! I'LL DO MY BEST!
SEITAROU-KUN, YOUR OPPONENT IS BUILDING 3! DON'T LET YOUR GUARD DOWN!

JEEZ
もー
I DON'T LIKE WAITING
HURRY UP AND COME DOWN HERE

THE RULES

THREE MEMBERS ARE ALLOWED TO PARTICIPATE. ONE GUARD AND UP TO TWO INMATES CAN ENTER!
IT'S WABI-SABI, BABY!!
ワビサビだぜい!!
THIS EVENT REQUIRES MENTAL STRENGTH AND CONCENTRATION!
GUARDS WILL COMPETE AGAINST GUARDS, AND INMATES AGAINST INMATES!
IF IT'S A DRAW, BOTH PARTIES ARE DISQUALIFIED! IT'S ALL OR NOTHING!!
FIND THE POEM I'LL BE READING AND SNATCH IT UP BEFORE YOUR OPPONENT, YA PUNKS!!

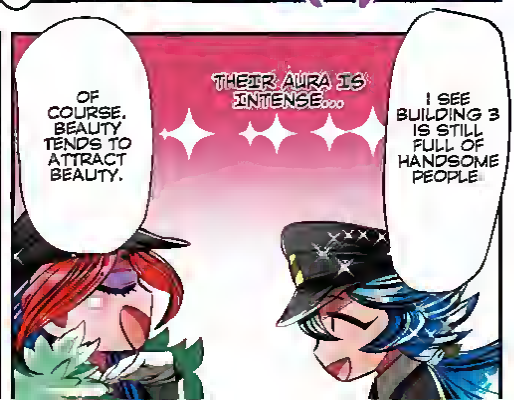
WHY UP TO THREE PARTICIPANTS?
THEY'LL BE TAKING TURNS.
IN [illegible] A AMOUNT OF MENTAL POWER IS CONSUMED.
SO MUCH THAT PARTICIPANTS WILL COLLAPSE ONE AFTER ANOTHER BECAUSE THE BODY CAN'T KEEP UP.
SO THE RULES CALL FOR THREE-MAN TAG TEAMS AS A COUNTER-MEASURE.
THIS EVENT IS THAT EXTREME?! SERIOUSLY?!
INTENSE
WE TRAIN OUR MENTAL TOUGHNESS EVERY DAY. SINCERELY, ALL PRISON GUARDS
DO YOU THINK ANY INMATES WILL WANT TO PARTICIPATE IN SUCH A BRUTAL EVENT?
YEAH... WHO SHOULD WE PICK?
I'LL GO!
HEY


I THINK THE CARDS FOR THIS ARE TOTALLY DIFFERENT, THOUGH.
BUT I DON'T THINK I'LL LOSE IN ANY GAME THAT USES CARDS!
NOPE!
YOU CAN PLAY HYAKUNIN ISSHU?
FRANK
GAMBLE
GRAB
HUH? REALLY? WE CAN ADD ANOTHER PERSON...
SO, IT'LL BE JUST YOU AND ME, SEI-TAROU!
SHUT UP!!
?
SNAP
THERE'S NO WAY ANY OF THESE GUYS CAN PLAY
IN JYUGO'S CASE, I'VE LOST ALL HOPE

SPAAAAARKLE
キラン
HOW INSULTING.
OHH?
ONLY TWO OF YOU?
0382
BUILDING 3, CELL 6
INMATE NO. 3
A.K.A. "TROIS"
BUILDING 3, CELL 6
INMATE NO. 82
A.K.A. "HONEY"

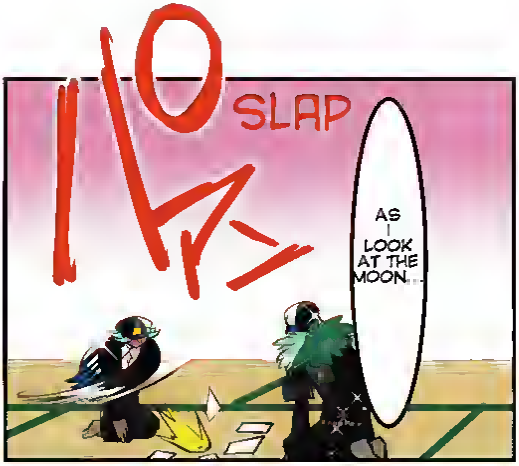
SPARKLE キラ
SPARKLE キラ
PLEASE, GO EASY ON US.
SPARKLE キラ
SPARKLE キラ

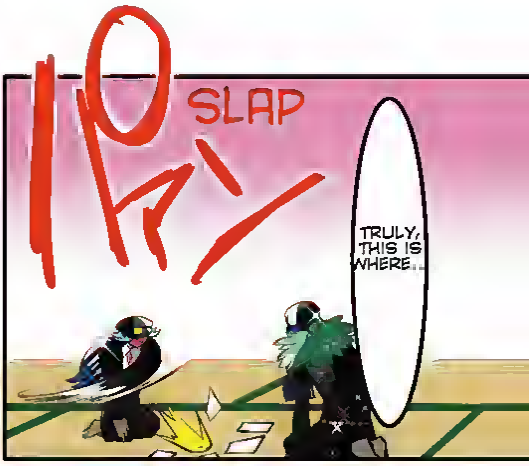
Y... YOU THINK SO...?
WHAT A SHAME YOU'RE IN BUILDING 13.
YOU'RE NOT SO BAD LOOKING YOURSELF!


OF COURSE. BEAUTY TENDS TO ATTRACT BEAUTY.
THEIR AURA IS INTENSE...
I SEE BUILDING 3 IS STILL FULL OF HANDSOME PEOPLE.

HATES HANDSOME MEN
イラッ
PISSED
THIS WHOLE GROUP IS GETTING ON MY NERVES...
HN
NOT PAYING ATTENTION BEFORE THE MATCH? YOU HAVE SOME NERVE.
OH! P-PARDON ME!
I HOPE HE'LL BE OKAY.
I EXPLAINED THE RULES TO NO. 11-KUN BRIEFLY.
I'LL MAKE THIS QUICK.
LET'S BEGIN.
HN
BUT TO THINK BUILDING 13 CHOSE THIS KID TO PLAY... THEY'RE UNDERESTIMATING THIS MATCH.
FU-FU... I LOST TO THE DOG LAST YEAR, SO I COULDN'T PLAY.

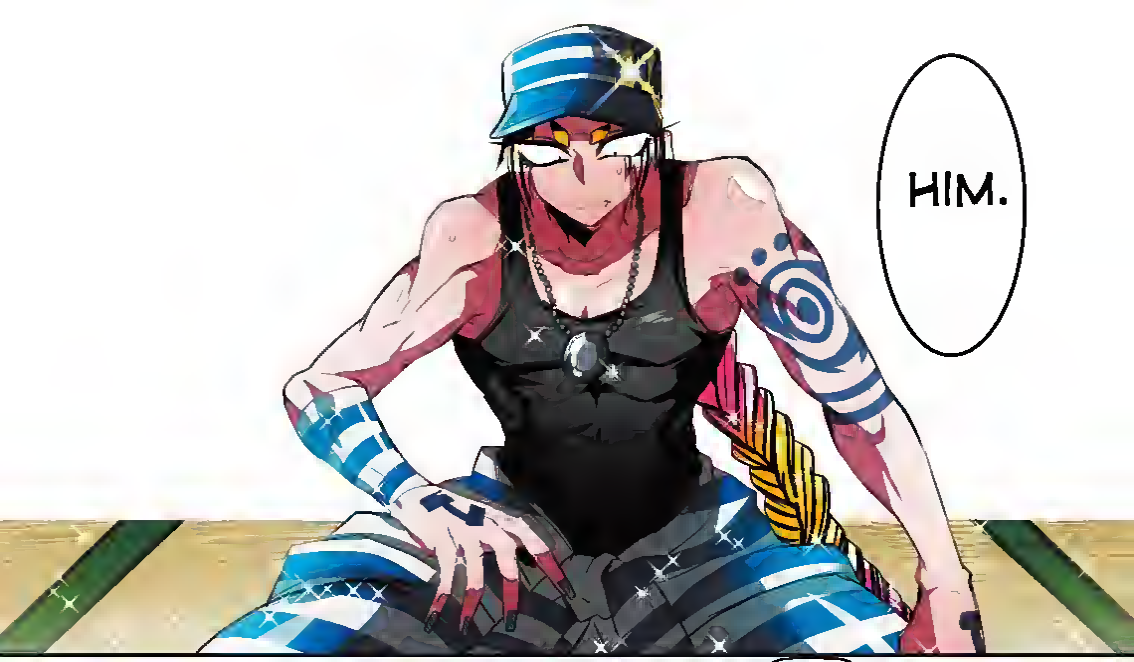
SLAP
IN THE MOUN-TAIN DEPTHS...
BOW
ペコー
HUH?
SORRY...

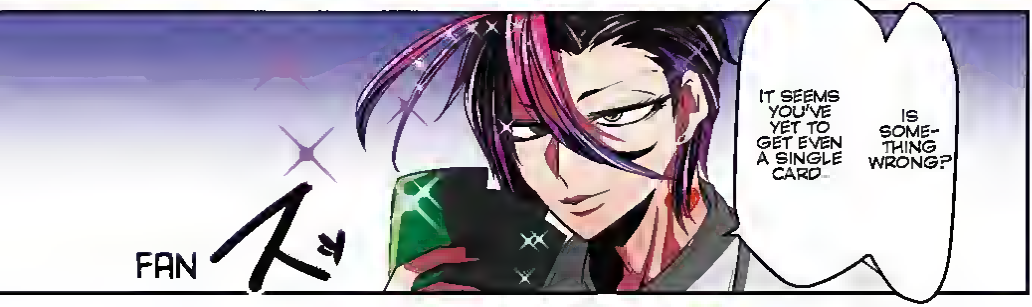

SLAP
AS I LOOK AT THE MOON...

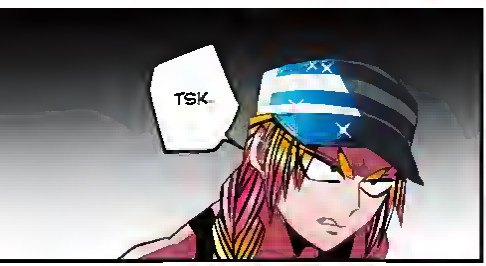

SLAP
TRULY, THIS IS WHERE...

SLAP
WHAT IN THE WORLD?! WHO IS THIS KID?!
WHA...
SLAP

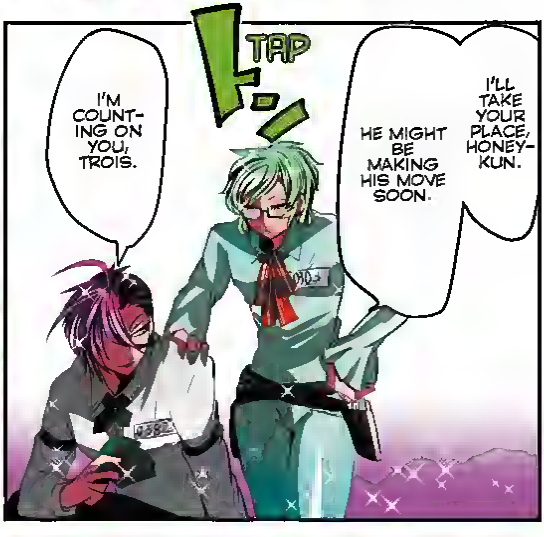
THE PROBLEM IS...
YEAH, HE'S NOT THE PROBLEM.
おお!
WOW!
YES! I EXPECTED NOTHING LESS FROM SEITAROU-KUN! AMAZING!

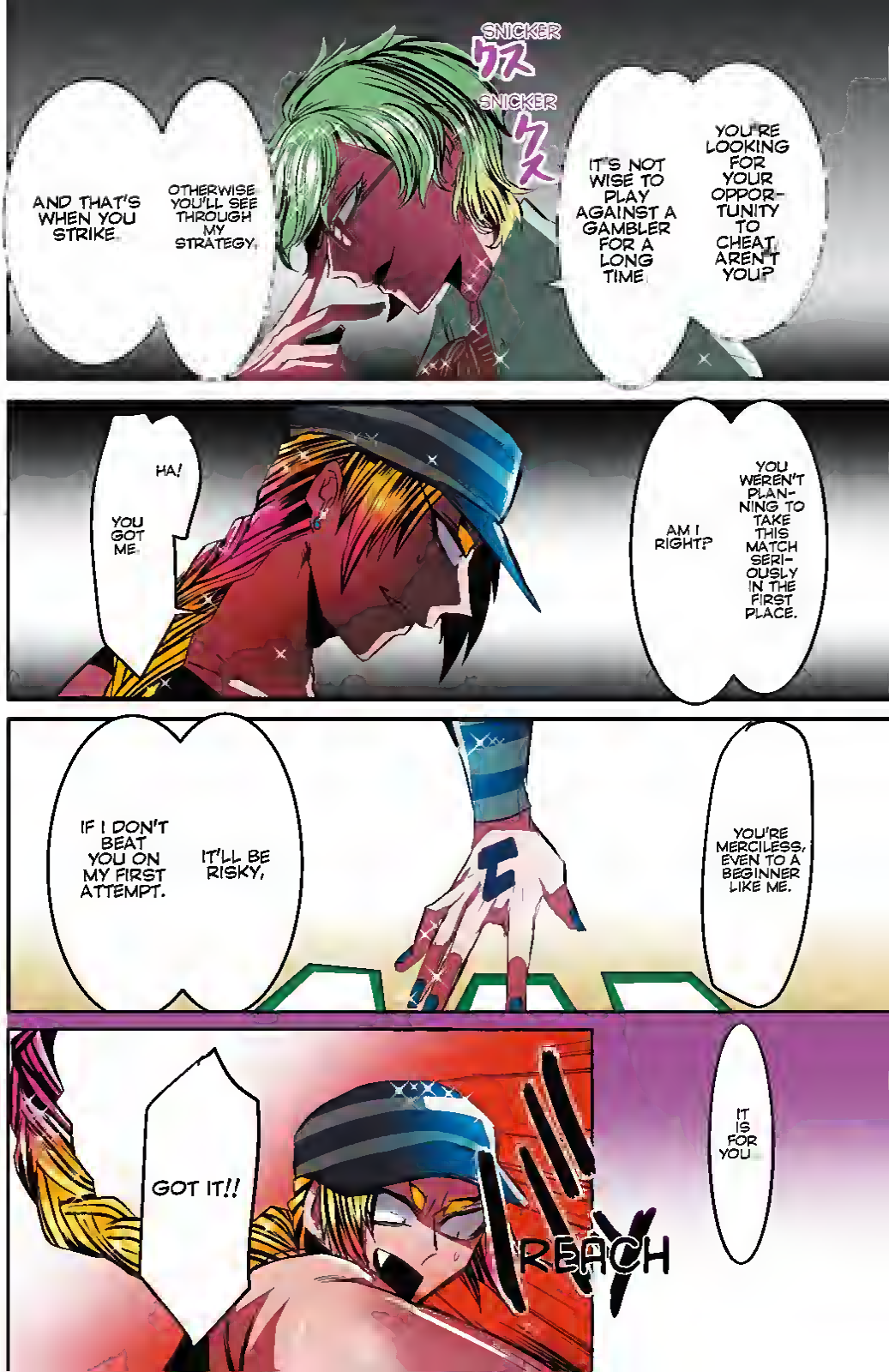

HIM.


IS SOMETHING WRONG?
IT SEEMS YOU'VE YET TO GET EVEN A SINGLE CARD.
FAN


TSK.

I CAN READ HIM LIKE A BOOK.
CLACK


TAP
I'M COUNTING ON YOU, TROIS.
HE MIGHT BE MAKING HIS MOVE SOON.
I'LL TAKE YOUR PLACE, HONEY-KUN.

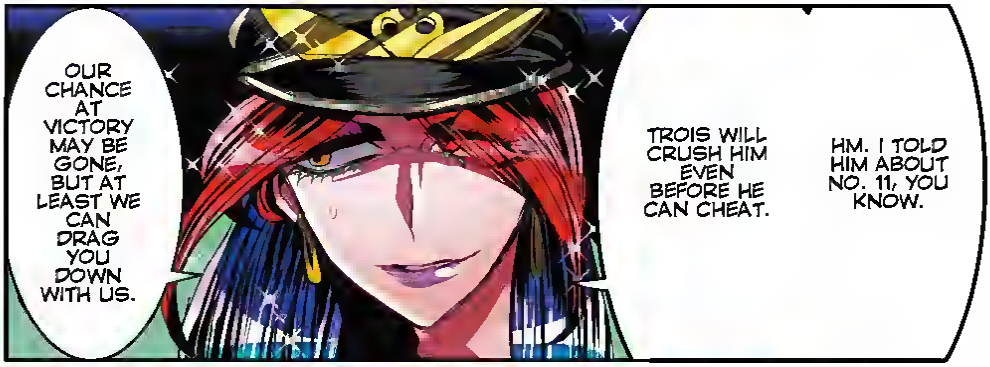

SNICKER
クス
SNICKER
クス
YOU'RE LOOKING FOR YOUR OPPOR-TUNITY TO CHEAT, AREN'T YOU?
IT'S NOT WISE TO PLAY AGAINST A GAMBLER FOR A LONG TIME.
OTHERWISE YOU'LL SEE THROUGH MY STRATEGY.
AND THAT'S WHEN YOU STRIKE.
AM I RIGHT?
YOU WEREN'T PLAN-NING TO TAKE THIS MATCH SERI-OUSLY IN THE FIRST PLACE.
HA!
YOU GOT ME.
YOU'RE MERCILESS, EVEN TO A BEGINNER LIKE ME.
IF I DON'T BEAT YOU ON MY FIRST ATTEMPT.
IT'LL BE RISKY,
IT IS FOR YOU
GOT IT!!
REACH

WHA—
THERE WAS NO SOUND OR ANY-THING.

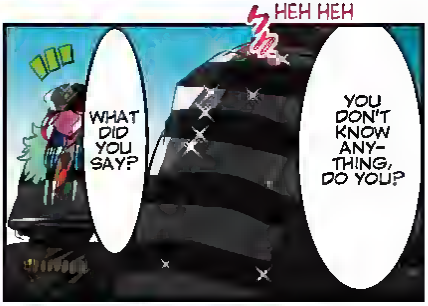
THAT'S TROIS'S TECH-NIQUE

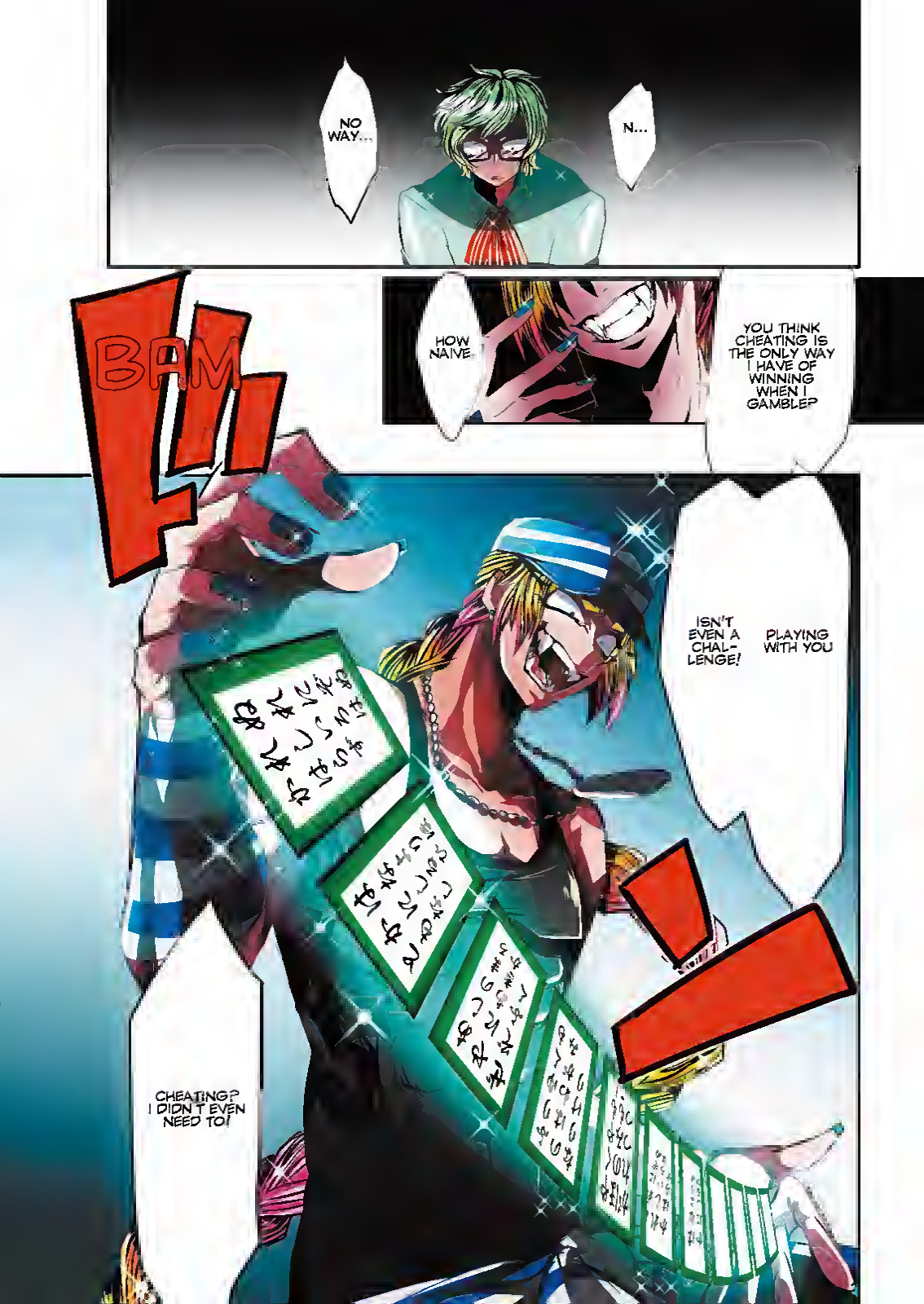
PULL
CLOSE,
BUT NO CIGAR.

CHUCKLE
CHUCKLE
I DON'T INTEND TO PLAY AGAINST YOU FOR LONG.
I'LL WIN BEFORE YOU DISCOVER MY STRATEGY.
YOU ARE AN INFAMOUS CHEATER AFTER ALL.


OUR CHANCE AT VICTORY MAY BE GONE, BUT AT LEAST WE CAN DRAG YOU DOWN WITH US.
TROIS WILL CRUSH HIM EVEN BEFORE HE CAN CHEAT.
HM. I TOLD HIM ABOUT NO. 11, YOU KNOW.

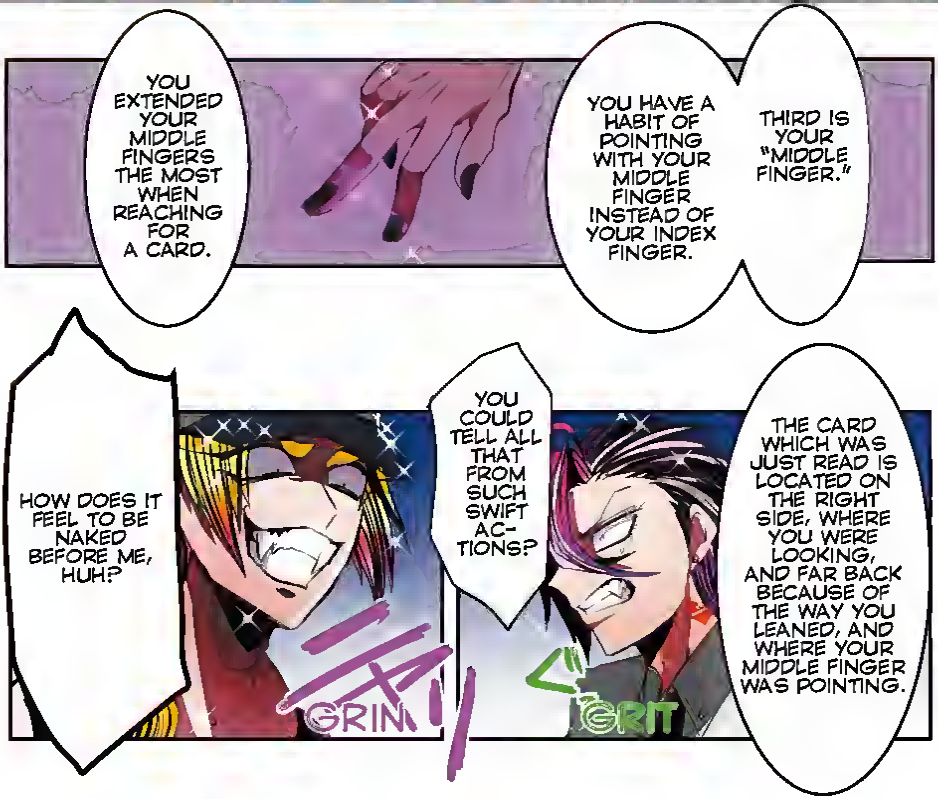
BEATING HIM WON'T BE THAT SIMPLE.




NO WAY...
N...
HOW NAIVE
YOU THINK CHEATING IS THE ONLY WAY I HAVE OF WINNING WHEN I GAMBLE?
BAM
ISN'T EVEN A CHAL-LENGE!
PLAYING WITH YOU
CHEATING? I DIDN'T EVEN NEED TO!

I THINK MY MATCH WITH YOU IS OVER.
SHOVE
MOVE, TROIS! I'LL DO IT!
0382
WHAT?!
YOU ALREADY SHOWED ME LOTS OF THINGS.
SNAP
THE DOUBLE CHERRY TREE...
YOU WANNA KNOW HOW?
THIS CAN'T BE... JUST MOMENTS AGO YOU COULDN'T GET A SINGLE CARD!
...

SO YOU WERE ESPECIALLY FAST WHEN GRABBING CARDS ON THE RIGHT SIDE.
ONE, YOU FOLLOW THE CARD YOU'RE ABOUT TO GRAB WITH YOUR EYES.
YOU HAVE THREE TELLS.
TWO, YOUR CENTER OF GRAVITY ALWAYS LEANS TO THE RIGHT.


YOU EXTENDED YOUR MIDDLE FINGERS THE MOST WHEN REACHING FOR A CARD.
YOU HAVE A HABIT OF POINTING WITH YOUR MIDDLE FINGER INSTEAD OF YOUR INDEX FINGER.
THIRD IS YOUR "MIDDLE FINGER."
HOW DOES IT FEEL TO BE NAKED BEFORE ME, HUH?
GRIN
YOU COULD TELL ALL THAT FROM SUCH SWIFT AC-TIONS?
GRIT
THE CARD WHICH WAS JUST READ IS LOCATED ON THE RIGHT SIDE, WHERE YOU WERE LOOKING, AND FAR BACK BECAUSE OF THE WAY YOU LEANED, AND WHERE YOUR MIDDLE FINGER WAS POINTING.

D...
GAAAAAAH
YOU MUST'VE RIGGED SOMETHING! YOU CHEATER!!
DON'T MESS WITH ME, YOU BASTARD!!
FLIP
HUH!?
YOU WON'T GET ANY GIRLS UNTIL YOU DO, EVEN WITH THAT HANDSOME FACE.
YOU REALLY SHOULD FIX THAT MIDDLE FINGER HABIT OF YOURS, YOU KNOW?
YEAH, THAT.

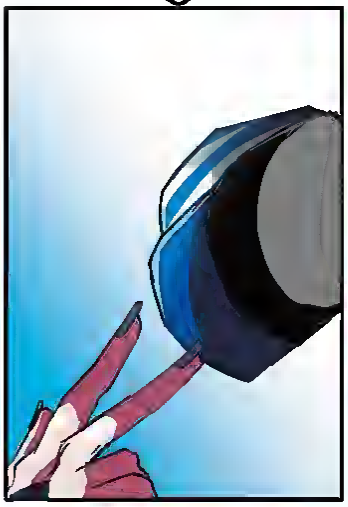
POINT
I CAN TELL YOU ABOUT YOURS, TOO.
YOU'RE INSANE
TO READ ALL THAT...
REACH
TAKE IT IF YOU THINK YOU CAN!
AFTER ONE BRIEF NIGHT...
I DO NOT HAVE ANY TELLS!
SNAP

I ALREADY GOT YOU.
YOU HAVE TWO TELLS.
ONE IS YOUR MOUTH MOVE-MENTS YOU OPEN YOUR MOUTH SLIGHTLY WHEN YOU MOVE TO THE RIGHT AND CLOSE IT TIGHTLY WHEN YOU MOVE TO THE LEFT.
THE SE-COND IS THE WAY YOU BLINK.
YOU BLINK ONCE WHEN REACHING FOR CARDS NEARBY BUT TWICE IF THE CARD IS FAR AWAY.
WHIRRRRL
SHUDDER
EVEN WITHOUT HEARING ANYTHING, IT'S EASY TO FIGURE OUT WHICH CARD IS RIGHT AS LONG AS I CAN SEE YOU.
REMEMBER THIS, AMATEUR.
IT'S NOT THAT EASY TO WIN THE GAME.

YOU SEE,
I HAVE THIS THING I DESPERATELY WANT.
I LIKE THE INMATES HERE.
THEY HAPPILY GAMBLE WITH ME.
THEY ALWAYS TAKE IT SERIOUSLY.
I WANNA GAMBLE WITH THEM MORE!! I WANNA PLAY MORE!!
FOR THAT REASON...
I'LL WIN
AND MAKE A GAME ROOM HERE!
BOOM

I WILL WIN!!
SO
GLARE

I DIDN'T GET TO PLAY ENOUGH.
FLINCH
UNFORTU-NATELY, YOU GUYS HAVE TONS OF OTHER TELLS, TICS, AND HABITS... WHICH ONES DO YOU WANT ME TO POINT OUT?



A GAME ROOM... DOES HE INTEND TO HAVE IT IN BUILD-ING 13?
DOES HE HAVE ANY IDEA WHO'LL MANAGE IT?
JEEZ
オイオイ
あーあ...
IT'S HARD TO FIGURE OUT WHAT A GAM-BLER IS THINK-ING.
AWW, MAN...

THERE'S MORE TO A MAN THAN JUST HIS LOOKS!
THE WINNER IS BUILDING 13!
GRIN
WINNER!!

BUILDING 4
SUPERVISING OFFICER

KENSHIROU
YOZAKURA

THE MOST SERIOUS

FAVORITE COLOR:
WHITE

TRADEMARK:
LIVES FOR THE WARDEN

EYES:
THE COLOR OF
CHERRY BLOSSOMS

BUILDING 5
SUPERVISING OFFICER

SAMON GOKKU

THE MOST ATHLETIC

FAVORITE COLOR:
EMERALD GREEN

TRADEMARK:
OVERALL, A MONKEY

EYES:
APPLE GREEN